

WHO OR WHAT IS THE SONIC TERMINATOR?

Sonic

the comic

No. 24 April 29th 1994
Britain's
OFFICIAL
SEGA
COMIC
£1.10 Every Fortnight

starring
SONIC
THE HEDGEHOG

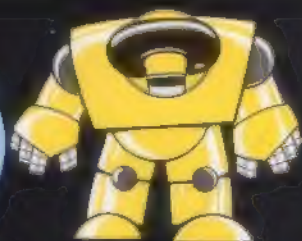


CLASH OF THE TRIDENT!

THE ETERNAL
CHAMPIONS -
WINNERS OR
LOSERS?



CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.



MEGA DRIVE

- 1 **new** SONIC THE HEDGEHOG 3
- 2 **new** NBA JAM
- 3 **new** FIFA INTERNATIONAL SOCCER
- 4 **new** WINTER OLYMPICS
- 5 **new** SENSIBLE SOCCER
- 6 **new** ALADDIN
- 7 **new** SONIC SPINBALL
- 8 **new** MORTAL KOMBAT
- 9 **re** PGA TOUR GOLF 2
- 10 **re** JUNGLE STRIKE

MEGA-CD

- 1 **new** GROUND ZERO TEXAS
- 2 **new** WWF RAGE IN THE CAGE
- 3 **new** MICROCOSM
- 4 **new** NIGHT TRAP
- 5 **new** LETHAL ENFORCERS
- 6 **new** SONIC CD
- 7 **new** THUNDERHAWK
- 8 **new** COLLEGE FOOTBALL
- 9 **new** PUGGSY
- 10 **re** ECCO THE DOLPHIN

MASTER SYSTEM

- 1 **new** WINTER OLYMPICS
- 2 **new** SONIC CHAOS
- 3 **new** JUNGLE BOOK
- 4 **new** SONIC THE HEDGEHOG 2
- 5 **new** SENSIBLE SOCCER
- 6 **new** MORTAL KOMBAT
- 7 **new** TECMO WORLD CUP
- 8 **new** DESERT STRIKE
- 9 **new** FANTASTIC ADVENTURES OF DIZZY
- 10 **re** TAZ-MANIA

GAME GEAR

- 1 **new** WINTER OLYMPICS
- 2 **new** NBA JAM
- 3 **new** SONIC CHAOS
- 4 **new** DESERT STRIKE
- 5 **new** SENSIBLE SOCCER
- 6 **new** MORTAL KOMBAT
- 7 **new** SONIC THE HEDGEHOG 2
- 8 **new** JUNGLE BOOK
- 9 **new** OLYMPIC GOLD
- 10 **re** F1

Welcome Screen

Hey, Boomers!
It's that time again. Two new series are heading your way.

Sonic's World: You've flooded us with questions about Sonic and his home planet, so get ready to have them answered in a brand new series starting in STC 25.

Streets of Rage: Axel, Max and Blaze are heading back to those raging streets in a brand new story, and they're bringing a new character with them. Meet Skates - the hottest thing on rollerblades!

Meanwhile, it's so long for now to **Shinobi** and **Eternal Champions**. We're already planning new series of both, so it won't be long before they return to STC.

Fans of Joe (Shinobi) Musashi need not fret because they can get a double hit of their hero very soon. Shinobi is the star of **Sonic The Poster Mag No.4** on sale next week, and **Shinobi: The Fear Pavilion** from Ravette Books is on sale any day now. For more info about both these products, check out the rest of the Control Zone.

Don't forget, order your copy of STC 25 now. You may get trampled in the rush!

Megadroid

Chillin' Thrillers!

50 STREETS OF RAGE AND SHINOBI BOOKS TO BE WON - FREE!

We've got 25 copies of each of Ravette Books' new **Streets of Rage** and **Shinobi** books to give away free!

Like the two **Sonic** books we gave away last issue, these contain classic stories from STC's past, printed on high quality paper and with glossy card covers. It's a great opportunity to catch up on any series you may have missed.



SHINOBI: THE FEAR PAVILION

Contains the complete first **Shinobi** story from STC no's. 1-6.

STREETS OF RAGE: BAD CITY FIGHTERS

Contains the complete first **Streets of Rage** story from STC no's. 7-12.

STC has 25 copies of each book to give away FREE to the first 50 Boomers who write in. Simply write your name and address clearly on a postcard or sealed down empty envelope and post it to:-

SONIC THRILLERS, Sonic The Comic,
25-31 Tavistock Place, London WC1H 9SU.

All entries must arrive by 8th May 1994 (the closing date). The first 50 pulled from Axel's old police cap will each receive one of the two books (sorry, no choices).



STC's GOOD READING GUIDE

SONIC THE POSTER MAG No.3: Giant Sonic action poster plus an all-new Sonic story, 'The Kid Cruel Capers', and a bonus Sonic mini-poster. On sale now at £1.95.

ETERNAL CHAMPIONS SPECIAL: 48 pages of kickin' action with the Champ! Three all-new comic strips - including the feature-length origin story. Stats and game moves for every Champ - and more. On sale now. £1.75.

SONIC THE POSTER MAG No.4: Giant Shinobi action poster plus all-new, full-length Shinobi story. On sale 28th April. £1.95.

Published every other Saturday by Twentieth Century Fox Ltd, 25/31 Tavistock Place, London W1H 9SU. Tel: 071 344 6000. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Great Britain by William Gibbons & Sons Ltd, Weybridge, Surrey. Cover printed by Sports Illustrated. All Rights Reserved. Copyright © Twentieth Century Fox Ltd. All Rights Reserved. Reproduction by David Bruce Graphics Ltd, London. Copyright © Twentieth Century Fox Ltd. 1994. Copyright © Sega Enterprises Limited. Licensed by Copyright International Limited. Reproduction without permission is a criminal offence. Distribution and sale subject to Group Distribution Agreement. Twentieth Century Fox, New York, NY 10017, USA. Tel: 0800 444 444. Advertising enquiries: Twentieth Century, Tel: 071 344 6000. FAX: 071 344 6001.

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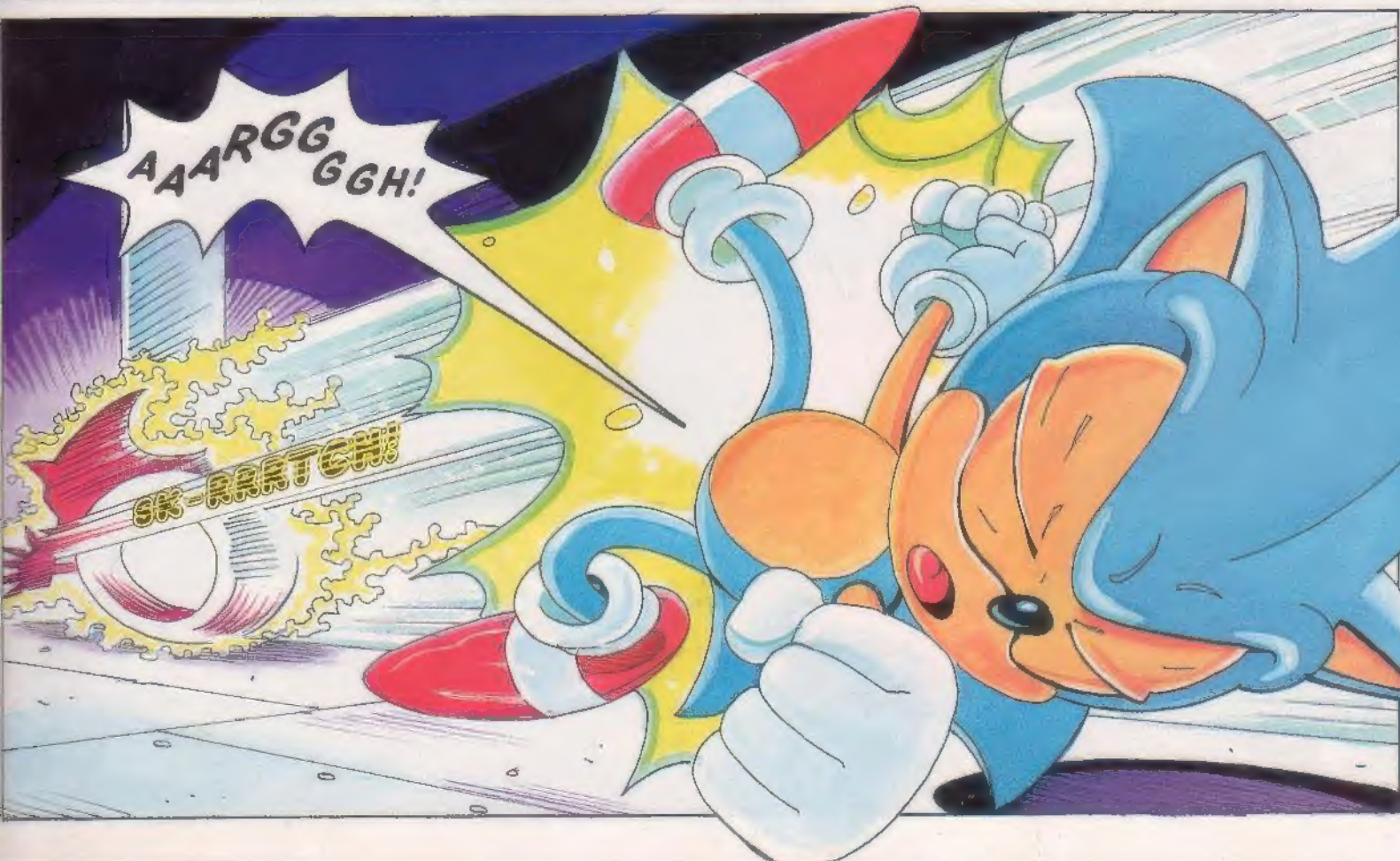
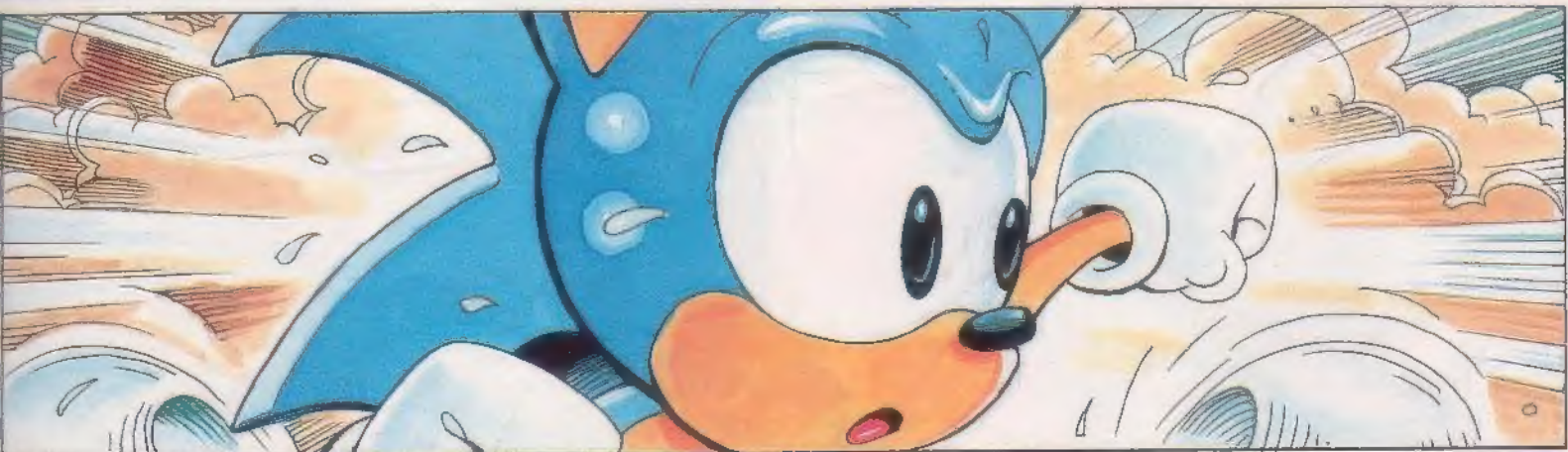
• Publisher: Chris Power

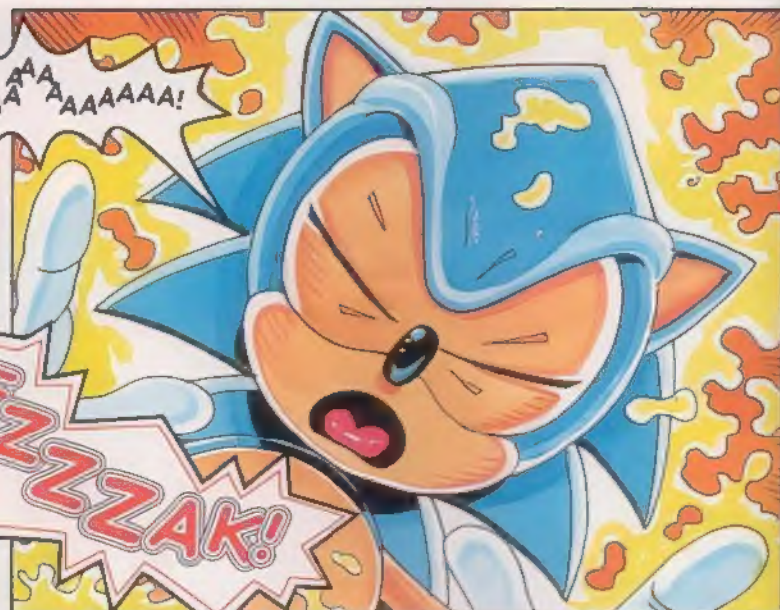
SONIC

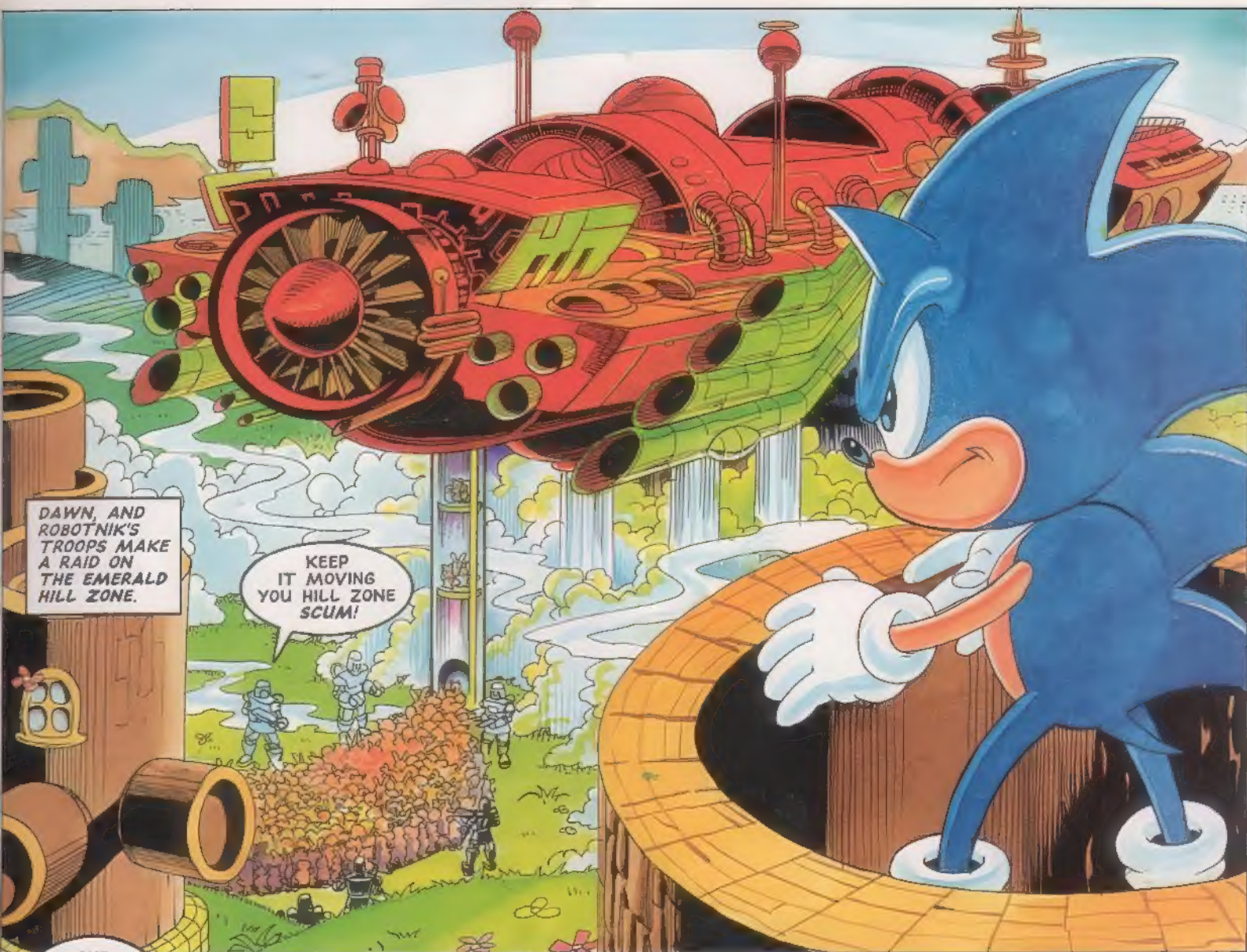
THE HEDGEHOG

The Sonic Terminator Part 1

Script:
Nigel Kitching
Art:
Richard Elson
Lettering:
Steve Potter







DAWN, AND
ROBOTNIK'S
TROOPS MAKE
A RAID ON
THE EMERALD
HILL ZONE.

KEEP
IT MOVING
YOU HILL ZONE
SCUM!



OUR
INFORMATION
WAS SPOT ON.
IT LOOKS LIKE
ROBOTNIK IS
ARRESTING
THE ENTIRE
VILLAGE!



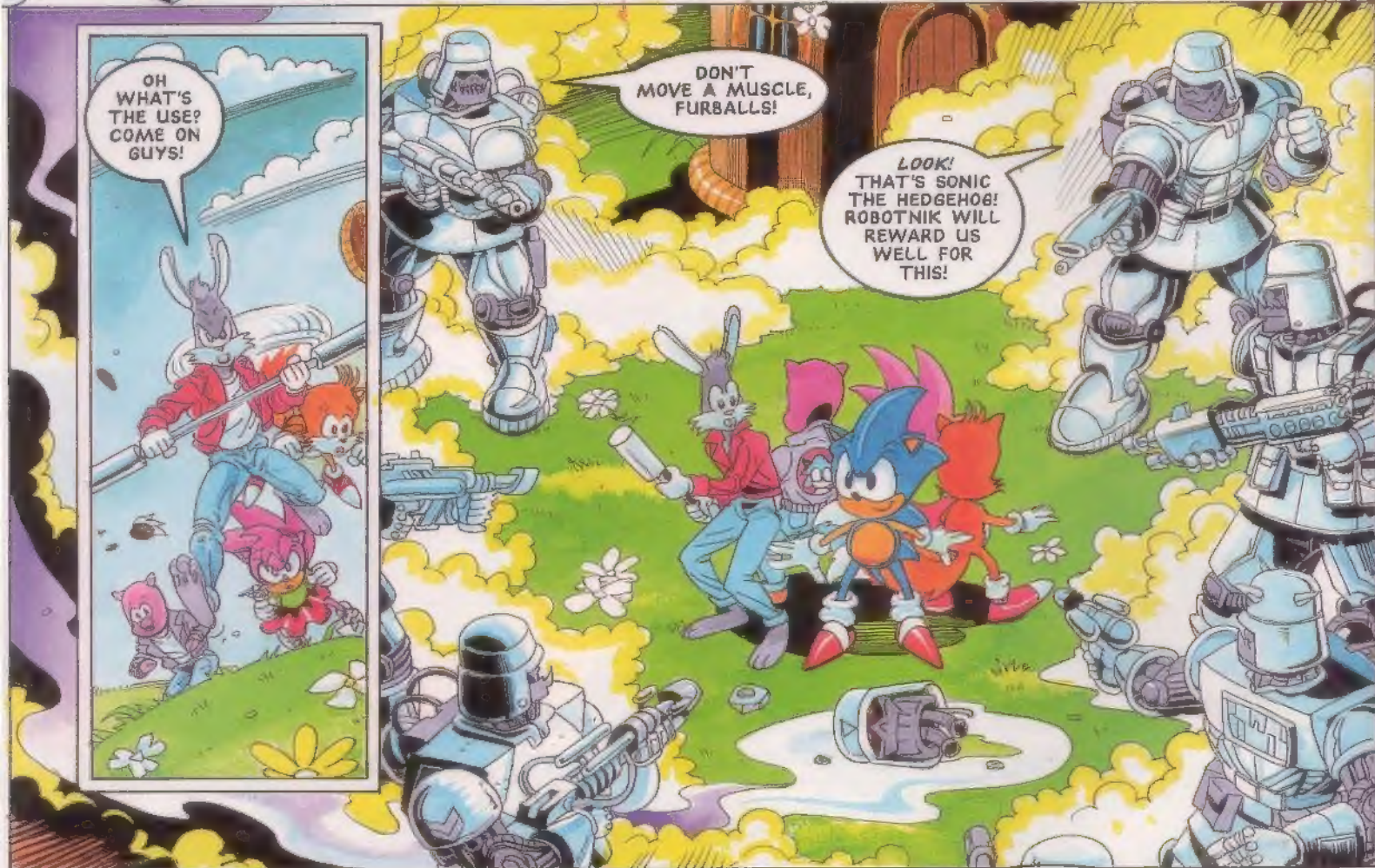
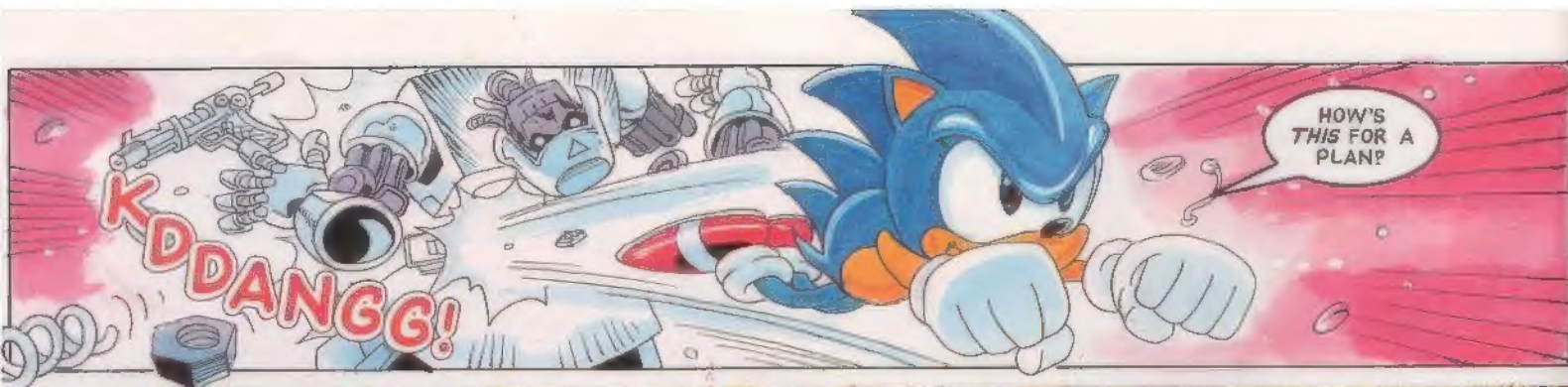
IT WOULD
SEEM ROBOTNIK IS
STEPPING UP HIS
BADNIK
PRODUCTION.

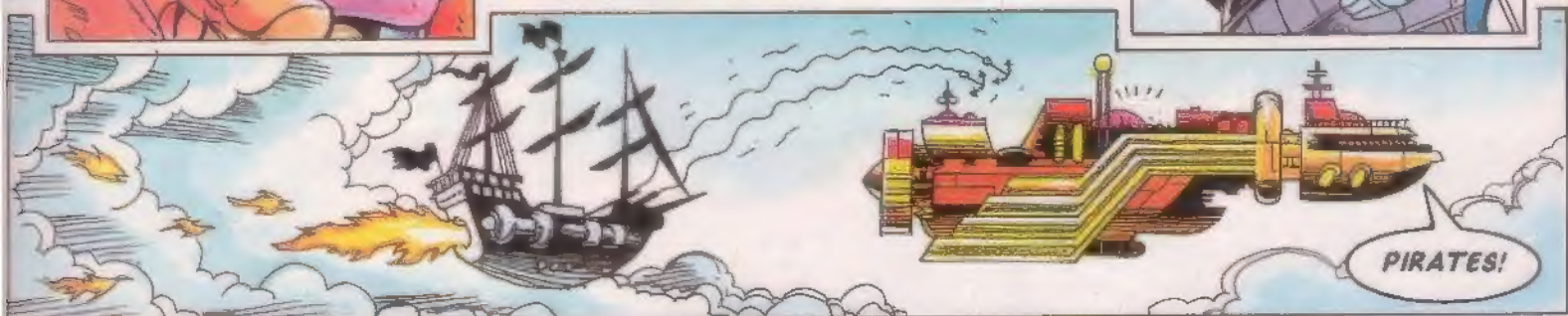
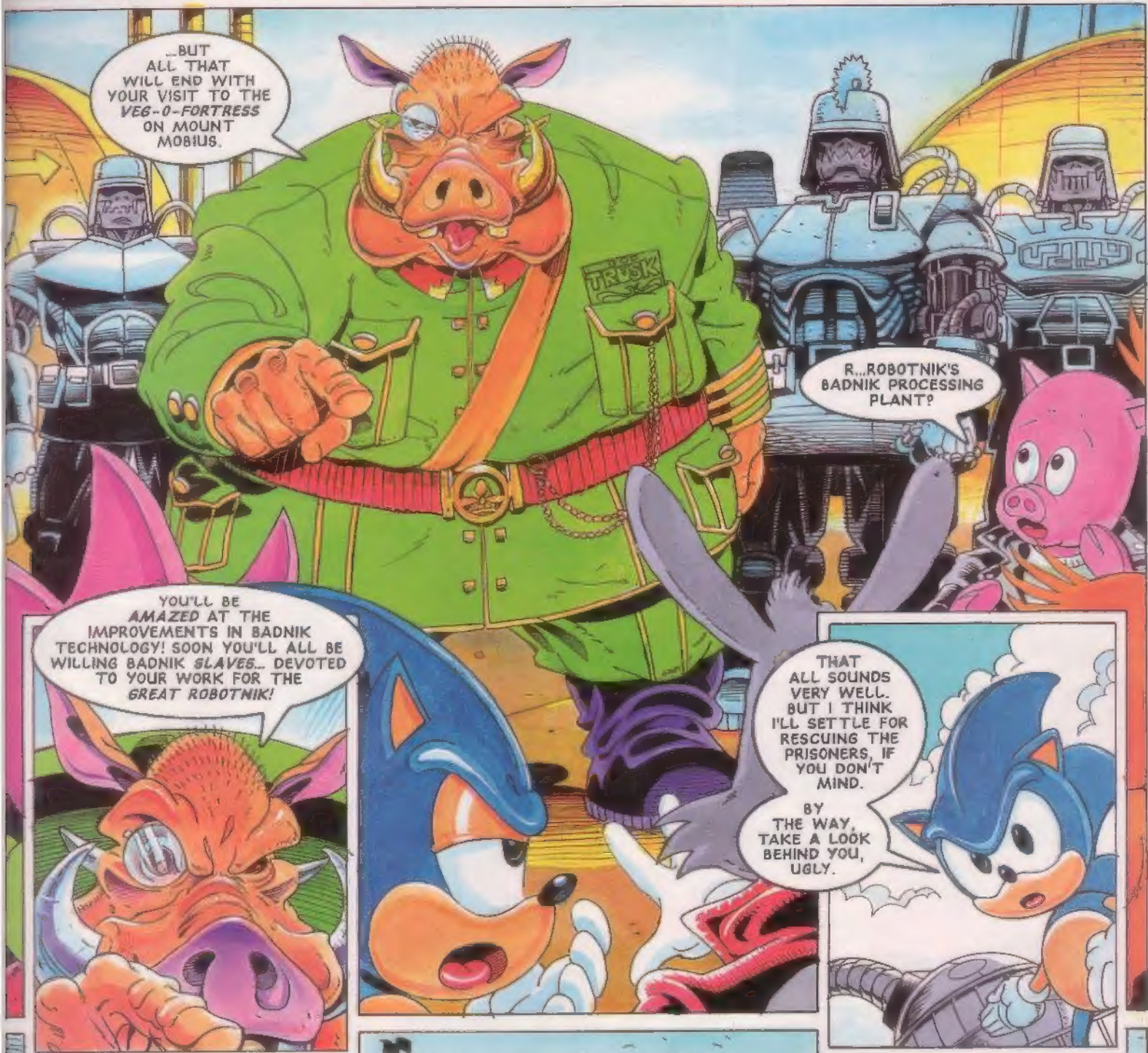
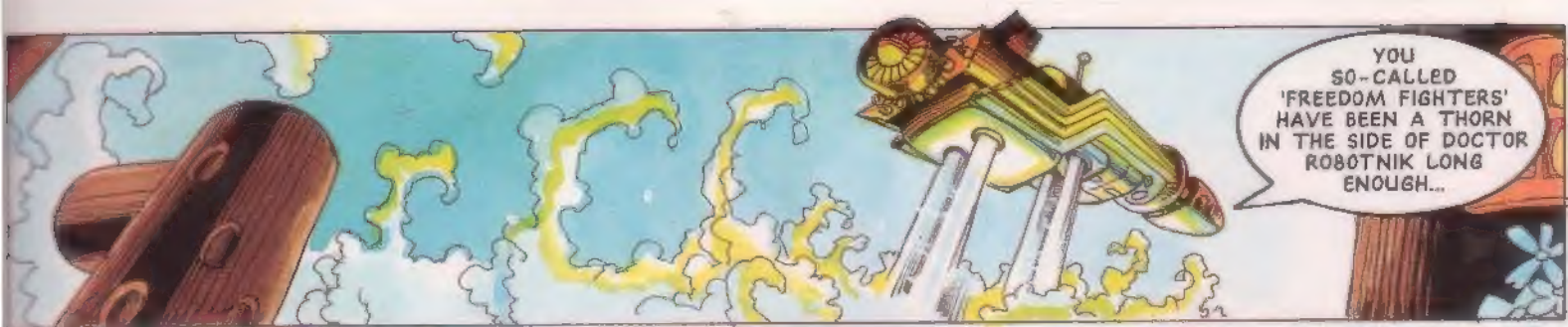
WE
CAN'T LET
HIM TURN ALL
THOSE PEOPLE
INTO
BADNIKS!



EVEN
I COULDN'T
HAVE PUT IT
BETTER!

BUT
SONIC! WE
HAVEN'T GOT
A PLAN!





WE'VE
ATTACHED A
LINE TO YON PRISON
SHIP, CAP'N
PLUNDER!

ALL RIGHT
LADS... WAIT 'TILL
WE DRAW THEM
CLOSE ENOUGH,
THEN...

THE
MYSTIC CAVE
PIRATES! SONIC YOU
DID HAVE A PLAN!
WHY DIDN'T YOU
TELL US?

AND
SPOIL THE
SURPRISE?

* SEE LAST ISSUE — MEGADROID!

OKAY,
GANG — LET'S
RUMBLE!

ONE SIDE!
OUT THE WAY! COOL
HEDGEHOG COMING
THROUGH!

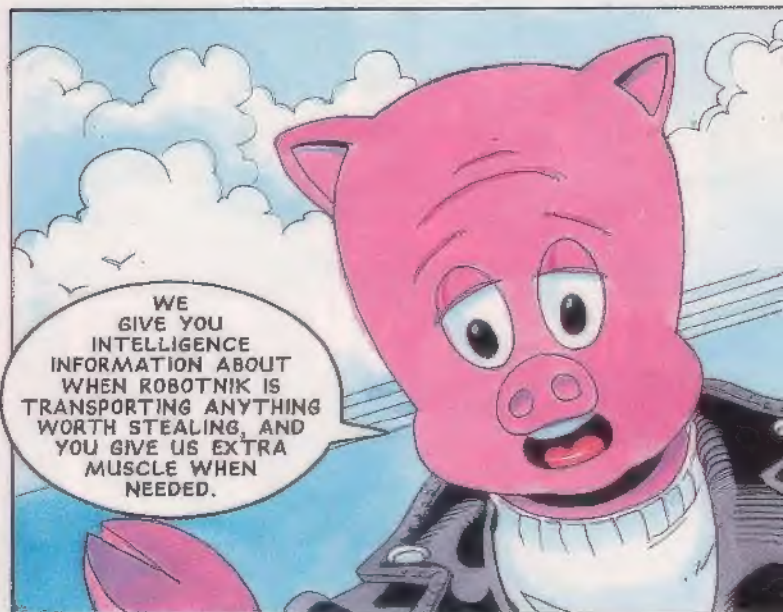
ATTACK!



ONE RUMBLE LATER.

WELL THAT JUST ABOUT TAKES CARE OF THOSE SWABS!

THAT DEAL SONIC MADE WITH YOU PIRATES IS SURE PAYING OFF...



WE GIVE YOU INTELLIGENCE INFORMATION ABOUT WHEN ROBOTNIK IS TRANSPORTING ANYTHING WORTH STEALING, AND YOU GIVE US EXTRA MUSCLE WHEN NEEDED.



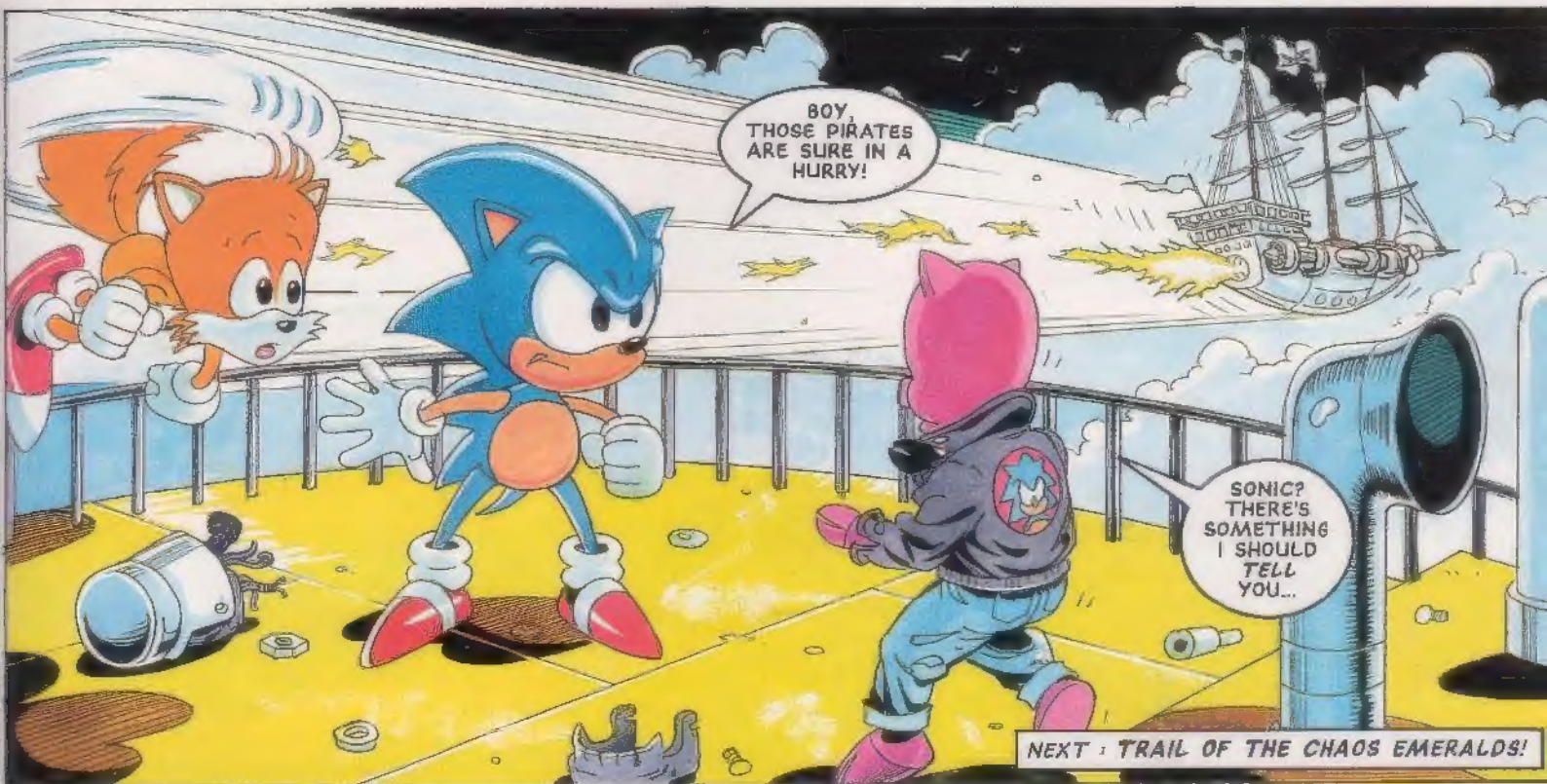
AND TO THINK CAPTAIN PLUNDER STARTED OUT WANTING TO STEAL SONIC'S CHAOS EMERALDS, EH?

HEH, THOSE EMERALDS ARE STAYING SAFELY IN THE NORTH CAVE ON SOUTH ISLAND WHERE SONIC HID THEM!



AAARRGGGGH! WHAT HAVE I SAID?

CAP'N! CAP'N PLUNDER...



BOY, THOSE PIRATES ARE SURE IN A HURRY!

SONIC? THERE'S SOMETHING I SHOULD TELL YOU...

NEXT : TRAIL OF THE CHAOS EMERALDS!

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
STC Reviewers this issue:
David Gibbon & Jenny Fromer.

ROAD RASH

game type: RACING
1-2 PLAYERS



When *Road Rash 2* was released last year it caused a big stir amongst gamers and was hailed as the best biker game to hit the Mega Drive. This joint Master System/Game Gear release is just as good!

Road Rash, as with *Road Rash 2*, features five levels, each consisting of five tracks; these are located in Hawaii, Arizona, Tennessee, Alaska and Vermont. As you progress further into the game you'll encounter police chasing you on certain tracks, and if they catch you a fine will be imposed.

You'll begin with a low-powered bike, but as you get further into the game, and your money has accumulated, you get the chance to upgrade to one of the several more powerful motorbikes. Once the race is underway you get a great feel of speed as your bike rolls faster and the ground shifts at a realistic pace. Overtaking the opposition is fairly simple, but if you find it difficult you can always punch, kick, club or ram your opponent off! There are many on-screen indicators including the speed, position in race and time.

To qualify for entry in the next race you must come within the top four positions. The cash prize on offer depends on your qualifying position, and also the level. The two-player mode isn't simultaneous which is probably a good thing as the Mega Drive two-player split-screen game was terrible.

Road Rash is an excellent motor bike game and is definitely worth buying. It's great fun playing solo, but even better racing with a friend. - DG.



Mega Drive



Master System



Mega CD



Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

FAST FAX

PUBLISHER: US GOLD
PRICE: £29.99 MS
£29.99 GG

GRAPHICS

..... 88

SOUND

..... 86

PLAYABILITY

..... 93

RAVES : GRAVES

An exciting and realistic motorbike game. There isn't real money on offer!

OVERALL

90%

BARKLEY: SHUT UP & JAM!

game type: SPORTS
1-4 PLAYERS



When one video games publisher releases a specific type of game, you can bet the rest will follow. Electronic Arts brought out *FIFA Soccer* and Sony followed with *Sensible Soccer*. Now Acclaim have unleashed the excellent *NBA Jam* basketball game and here Accolade have released *Shut Up and Jam!* But is it any good I hear you cry? Well, according to Accolade it's not strictly basketball. The game is called *Streetball*, which is basketball without the audience! There are no rules either, so you can steal the ball or just knock over one of the opposition!

Each team consists of just two players, either you versus the computer or another human player. Team players can be selected from the 16 featured, each containing their own individual strengths and weaknesses. This includes the great Sir Charles Barkley(?) upon whom the game is based. From here, you select where you are going to play from the eight scenarios featured. These include Chicago, Miami and Phoenix (where Sir Charles himself plays).

The game can be played in different ways including a tournament, single game or a series.





VIRTUAL PINBALL

game type: ARCADE SIMULATION
1 PLAYER



FAST FAX

PUBLISHER	PRICE
ACCOLADE	£39.99

GRAPHICS

84

SOUND

75

PLAYABILITY

100

RAVES : GRAVES

Good Fun : Too Much
With : Without

OVERALL 83%

FAST FAX

PUBLISHER	PRICE
ELECTRONIC ARTS	£44.95

GRAPHICS

80

SOUND

75

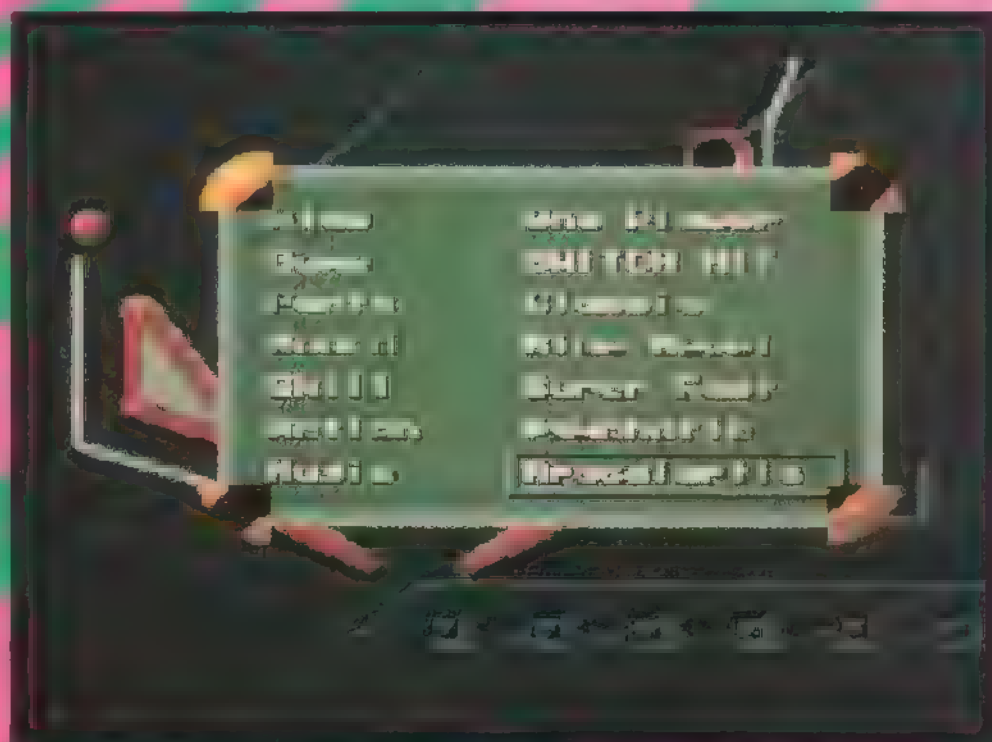
PLAYABILITY

100

RAVES : GRAVES

No Way : Very Ugly
Very : Pretty

OVERALL 80%



THE ETERNAL CHAMPIONS

武 道 PART 6

SCRIPT: MICHAEL COOK
ART: JON HAWARD
© 1995 MARVEL COMICS

THE GLOBAL ARMS TRADE HAS JUST GOT FIERCER. NAKANO INDUSTRIAL'S NEW BIO-KEY TECHNOLOGY MATCHES DEADLY WEAPONS WITH STATE OF THE ART BIO-CONTROL.

BAH! OUR JOURNEY TO YOUR TIME WAS WASTED. RAX THIS GUN IS USELESS!

HEY, IT AIN'T MY FAULT. **ARRGH!**

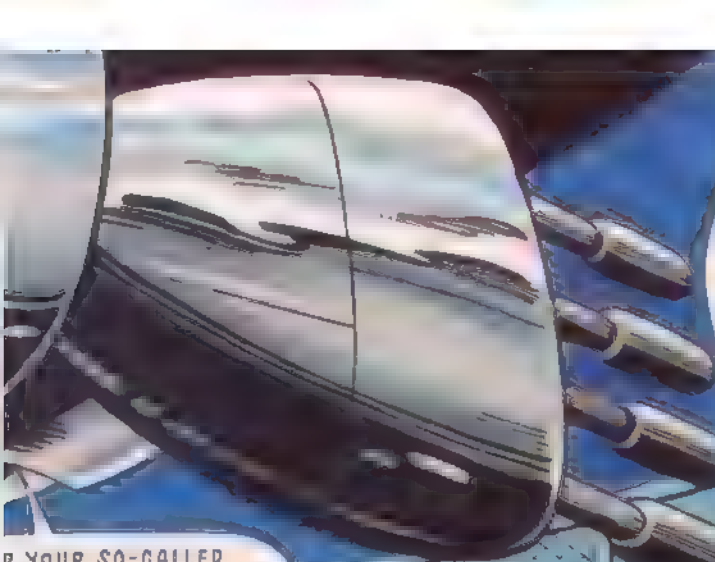
NO WEAPON CAN PIERCE FIVE CENTIMETRE ADAMANTIUM ARMOUR

IF TECHNOLOGY CANNOT DEFEAT NAKANO, WE SHALL BEAT HIM IN FIGHTING SKILL.


GIVE HIM SMASH!

FLYING FAN ATTACK! **AAGHH!**

YOUR FAITH IN HAND-TO-HAND COMBAT IS TOUCHING, YAMOTO. YET THIS IS NO MERE STREET FIGHT



FOR YOUR SO-CALLED
CHAMPIONS, THE BATTLE
TOUGHEN. YOU FACE
BIO-KEY TECHNOLOGY
OF THE FUTURE!



RAAGGH!
SMASH!

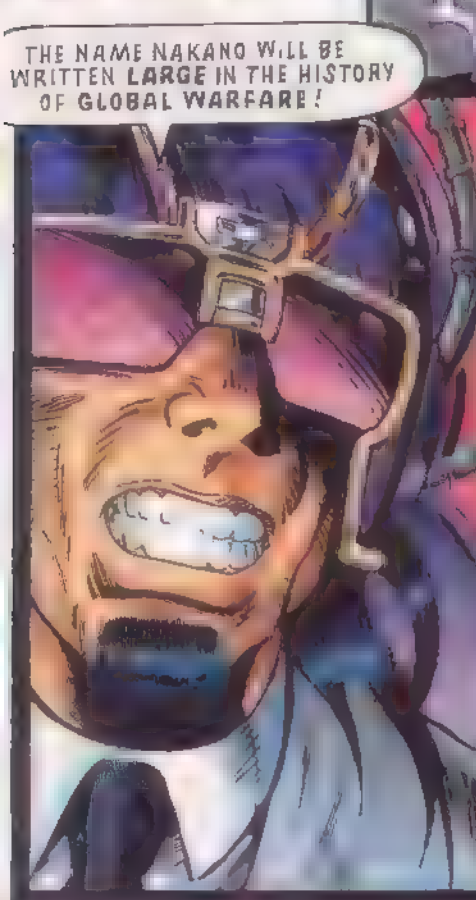
AND ONCE I HAVE DISPOSED
OF YOU, IT WILL BECOME
THE DOMINANT FACTOR IN
WARFARE ACROSS THE
WORLD




FLOOM!

INTERNATIONAL TERRORISTS, WORLD
GOVERNMENTS, DICTATORS AND DESPOTS
ALL WILL FLOCK TO ME FOR MY
COMPANY'S SECRETS

THE NAME NAKANO WILL BE
WRITTEN LARGE IN THE HISTORY
OF GLOBAL WARFARE!

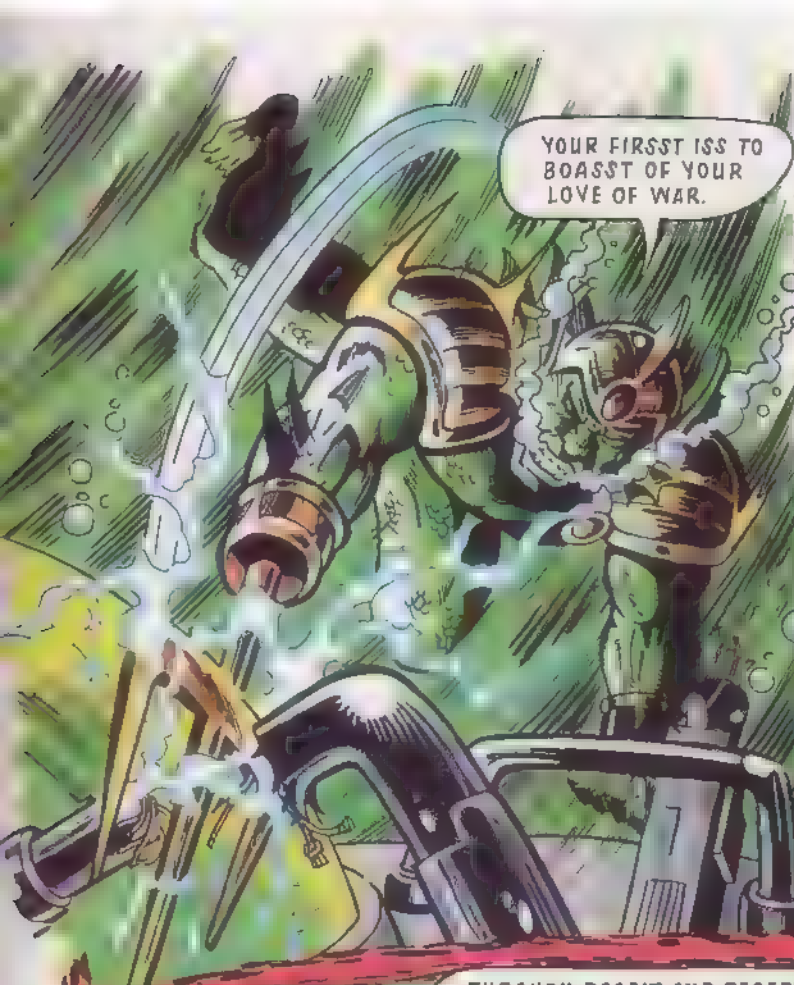


YOUR NOTORIETY
IS NOT YET
ASSURED!



THE OCEAN WILL
SOON SHAKE YOU
FROM THE CRAFT!

THEN THAT SHALL
BE YOUR SECOND
MISTAKE, HUMAN!



YOUR FIRST ISS TO
BOASST OF YOUR
LOVE OF WAR.



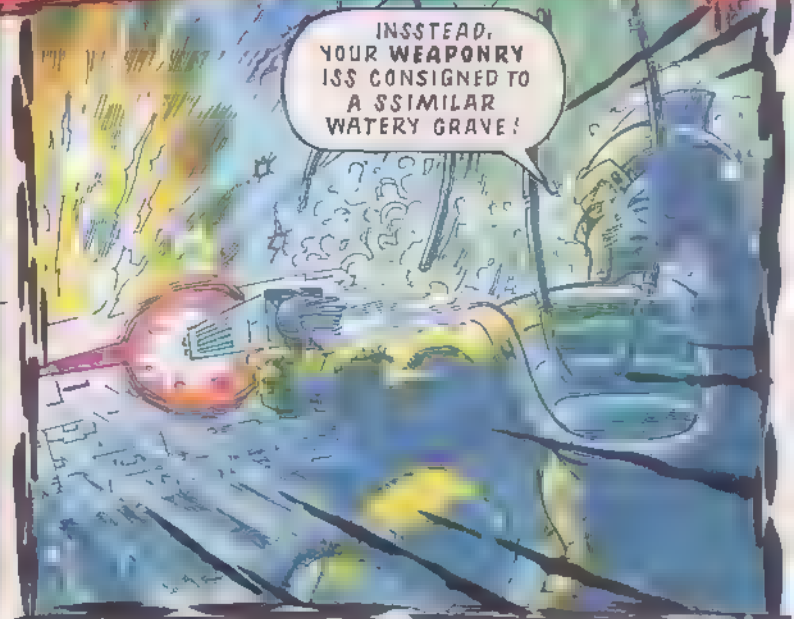
MY PEOPLE
PERISHED THROUGH
HUMANKIND'S
WARLIKE NATURE



THROUGH DECEIT AND DECEPTION,
THE WATERSS FLOODED ATLANTISS
AND DESSTROYED A
BURGEONING CIVILISSATION.



MY DUTY ISS TO
ENSURE IT NEVER
HAPPENSS AGAIN!



INSSTEAD,
YOUR WEAPONRY
ISS CONSIGNED TO
A SSIMILAR
WATERY GRAVE!



CHAMPIONS!
THE WATER!

'TIS A
RUMBLE OF
A MIGHTY
THUNDER!

TRIDENT! WHERE
IS NAKANO?

IT IS SO
FINISHED

HIS WOUNDS ARE SEVERE
HE NEEDS SPECIAL
TREATMENT

THE
CYBER-WEAPON
IS STILL

HLSH,
TRIDENT

THERE IS NO
GUARANTEE THAT
NAKANO IS DEAD
WE SHOULD CHECK...

WE HAVE NO TIME. WE MUST
RETURN TO FORTRESS ETERNITY
AND TEND TO THE ATLANTIAN

BUT WE DONE GOOD,
SHADOW. WE STOPPED
HIM DIDN'T WE?

WE HAVE WIPED NAKANO'S BIO-KEY FILES
AND DESTROYED HIS PROTOTYPE SYSTEM.
WE HAVE DONE ALL WE COULD.

AND YET THE TIME-STREAM
IS ADAPTABLE IF, IN THE
FUTURE, THE OVERLORD
STILL RULES. WHO KNOWS
WHAT TRICKS ETERNITY
HAS PLAYED ON US, AND
HAS YET TO PLAY?

MAYBE WE'LL FIND
OUT - IN TIME!

EPILOGUE

TOKYO 1994. NAKANO INDUSTRIAL'S
BIO-KEY PROJECT IS RELAUNCHED
WITH A NEW URGENCY

CONSTRUCTION OF AN IMPROVED
FIGHTER-DRAFT IS RAPID,
HELPED BY THE STILL LIVING
FIGURE OF NAKANO.

... AND THE UNDERWATER DISCOVERY
OF A 24th CENTURY BIO-KEYED
CYBER-GUN.

JUST THE BEGINNING FOR
THE ETERNAL CHAMPIONS!
THEY'LL BE BACK!

NEWS Zone

WORLD CUP CRABBED!

U.S. GOLD TAKES REAL FOOTBALL TO THE USA

Following its successful bid to host the video game version of the 1994 Winter Olympics, U.S. Gold has now scored a double win by signing the 1994 World Cup, to be held in the USA in 1994.

World Cup USA '94 will be the title of the official World Cup computer and video game, which U.S. Gold will release across all formats, including Sega Mega Drive, Master System, Game Gear and Mega-CD, early next month.

The game will feature actual maps and borders from the World Cup as well as animations of the national flags. Since the dog named Betsy is named after the U.S. national dog, the dog named Betsy is named after the U.S. national dog. The game will feature actual maps and borders from the World Cup as well as animations of the national flags.

Now if only the home team could win, the 1994 World Cup USA '94 video game features 6.



STRIKE THREE!

EA TARGET MORE HIGH-FLYING ACTION

Work is underway at Electronic Arts on Urban Strike, a - you guessed it - sequel to those top blasters Jungle Strike and Desert Strike. No prizes for figuring out where the action will be set, but we could be swayed to award a cream cake with a cherry on top to anyone who can accurately predict any further details (EA aren't saying much for now).

If that isn't enough, get ready for Road Rush 3, from EA before the end of 1994.

Jungle Strike: Next time it's urban action



WAR IS HELL!

SENSIBLE SET TO TURN YOUR BEDROOM INTO A BATTLEGROUND



Find out why war is hell with Cannon Fodder

Yet another of Sensible (Software's home computer title is coming to the Mega Drive) Cannon Fodder. This is a controversial combat simulation where the player takes control of troops of 'toy' soldiers and attempts to wipe out the opposition across different terrains. In addition to the Jungle, Arctic Wastes, Desert, Moorlands and Underground Base found in the original Amiga version, the Mega Drive incarnation will feature some new locations.

Expect to see something before

1994 is over. In the meantime

here's a picture from the

Amiga version of

Cannon Fodder.

(trust us, it will look

almost identical

on the Mega

Drive)

More the rating up to
make its Mega Drive debut

CONVERSION FEUD

MORE GAME COMPANIES TURN TO SEGA SYSTEMS

Have any doubt about the rise and rise of the Sega games systems? Check out this news of publishers converting their wares from other formats to the Sega systems.

INTERPLAY'S MEGA DRIVE INTERACTION: To date, American console interplay's Mega Drive conversions have been released in the UK through Virgin Interactive Entertainment (so far only *Another World* and *The Adventures of Jimmy Neutron* have made it to the shops). This situation is unlikely to change in the foreseeable future, with Virgin working on *Rock 'n' Roll Racing* for the Mega Drive for release at the end of this year, and rumours of a Mega Drive version of *Clayfighter* ('quirky' one-on-one fighting action with huge 2D characters capable of changing their shape).

Interplay's forthcoming attractions include *The Lost Vikings II* and at least half a dozen new, yet-to-be-announced games in development for the system, but the company is known to be eager to see these releases on the Mega Drive as quickly as possible. Whether they appear through Virgin remains to be seen.

DRAGONS, CAVEMEN AND MONSTERS: Effort isn't the name associated with Sega releases, but you may be interested to hear that the Wisconsin-based company is planning two conversions of conversions.

From arcade machines to the SNES and now the Mega Drive comes *Dragon's Lair*, starring Dirk The Daring. It's a much more 'traditional'

interactive 'run 'n' jump' hack n' slash experience than the simple, laser-arcade machine from the early '80s (which, by a bizarre coincidence, has been converted to the Mega-CD and is out now from Sega).

Joe & Mac: Caveman Ninja is a palatable platform romp starring two cavemen. Plus, for the Game Gear, there's *Dr Franken*: 200 screens of platform-oriented puzzler that actually looked good and played even better on the

Game Boy but will no doubt benefit from the Game Gear's superior capabilities. No release dates have been set simply because Elite has no Sega-compatible publishing slots yet.

SHORT BURSTS

MD 3?

There's rumour surrounding a new Sega console, code-named 'Optima', coming out soon. Sega's much-touted 32-bit Saturn console should be available early next year, but before then it's rumoured that a 'scaled-up' Mega Drive will appear—perhaps as early as this summer.

There's certainly something on the horizon, but here at *Sonic* the team has yet to be convinced that it's a new form of the Mega Drive. There's only one thing certain about the computer entertainment industry—and that's that nothing is certain!

NEW BALLS PLEASE

Basketball is very much an American sport that has had minimal impact in the UK—Michael Jordan, Larry Johnson and Magic Johnson are hardly household names over here. However, that hasn't stopped game publishers going basketball bonkers.

Flying Edge's quality conversions of Midway's arcade hits *NBA Jam* are already out for the Mega Drive and Game Gear. In the coming months the on-court onslaught continues with Electronic Arts' *NBA Showdown*, Virgin's *Jammit*, Accolade's *Barkley: Shut Up and Jam* and Konami's *Hyperdunk* (not to mention the possibility of a version of *Tiny Toons Sports* in which Buster Bunny and friends play basketball). Then there's the oddball of the bunch: Electronic Arts' *Shaq-Fu*, in which basketball's most superstar, Shaq, takes on the opposition in a combat simulation along the lines of *Final Fight* and *Streets Of Rage*.

IT'S A MONSTER!

Argonaut (the team behind 1986's 3D Master *Starblazer* and, more recently, Nintendo's 'awesome' 3DX chip) recently started work on a new game called *Creature Shock*. It's a blend of blasting and exploration with three-dimensional computer-rendered imagery and plenty of repulsive monsters to tackle, and is being written specifically for the CD-ROM format. Among them, allegedly, the Mega-CD. Argonaut reckon that *Creature Shock* won't be as limited as some of the more linear CD 'experiences' currently available. Let's hope so!

FIFA'S RETURN MATCH

Having a problem getting hold of Electronic Arts' impressive *FIFA International Soccer*? Fear not! It sold out over Christmas 1993, but has been re-released to meet demand, each about now. The price? \$44.99.

In demand: EA's *FIFA Soccer*.



JOE MUSASHI HAS BEEN CAPTURED BY HIS DEADLIEST ENEMIES IN THE ACT OF BURGLARISING THEIR H.Q.

Shinobi

ART OF WAR

HURRY! THE ELEMENTS WILL WANT TO QUEST ON HIM!
/MAH!

* IMPOLITE WAY OF SAYING "NOW"

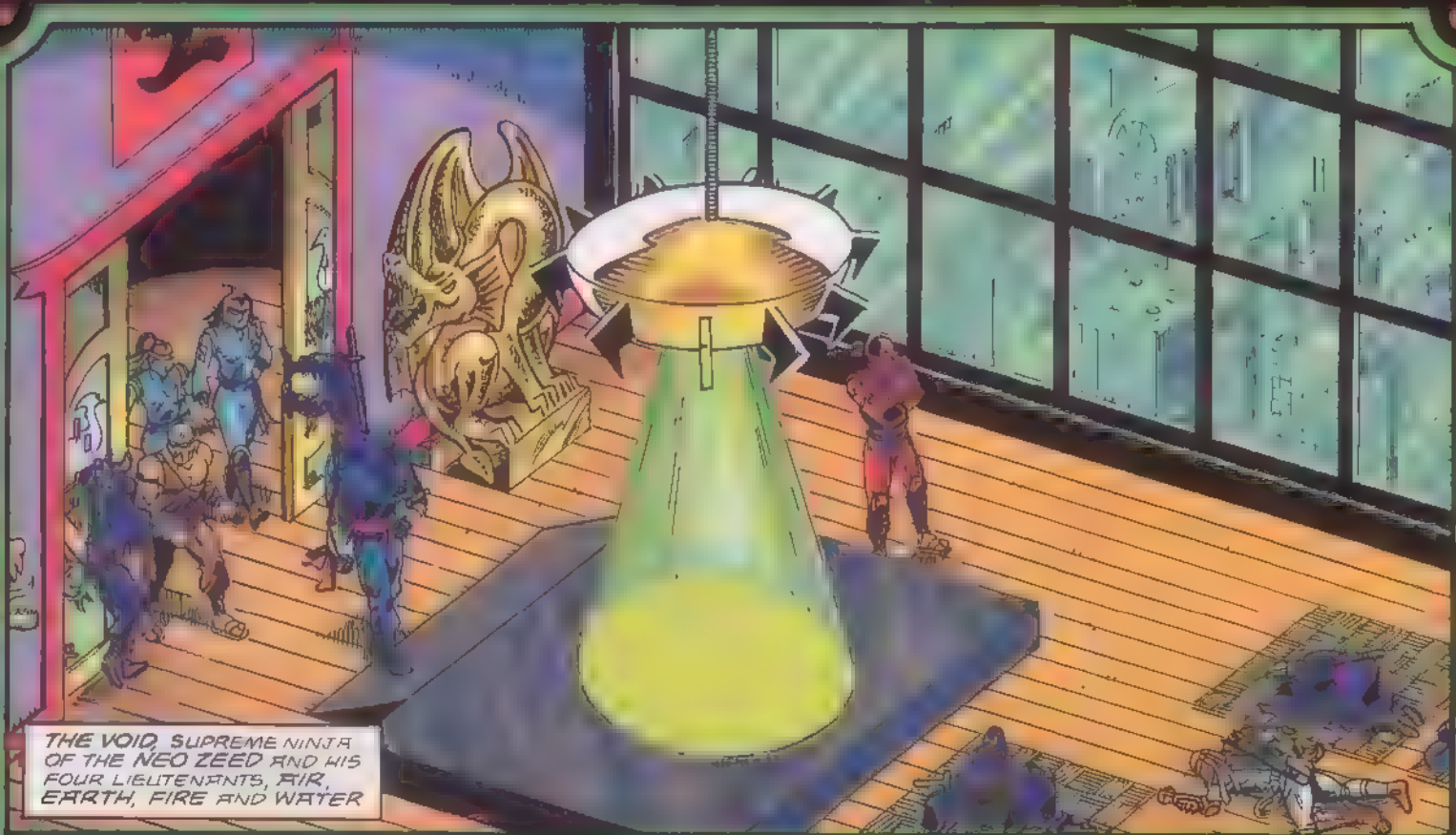
"THE SUNFLOWER BLOOMS AT MIDNIGHT"

"THE BUTTERFLY DREAMING, IS ME!"

ENTER

KNEEL

THUD!



THE VOID, SUPREME NINJA
OF THE NEO ZEED AND HIS
FOUR LIEUTENANTS, AIR,
EARTH, FIRE AND WATER



YOSH!

THANK YOU,
SENSEI.

YOU HAVE
DONE YOUR
DUTY

BRING THE
GR-

JOE.!

WEGH!

THE EARTH ELEMENT
INVOKES HIS POWER...

LEAVE HER

COME
BACK,
GIRL!

AAAAH!

STOMP!

YOU SEE?
MUSTASHI IS NO MATCH
FOR MY LOWLY NEO ZEED
SOLDIERS.

HOW COULD
YOU BELIEVE HE
WOULD BE ABLE TO
SAVE YOU?

FOOLS,
YOU UNDER-
ESTIMATED
HIM!

HE USED
PRANA* TO
ESCAPE THE
EFFECTS OF
THE NERVE
GAS

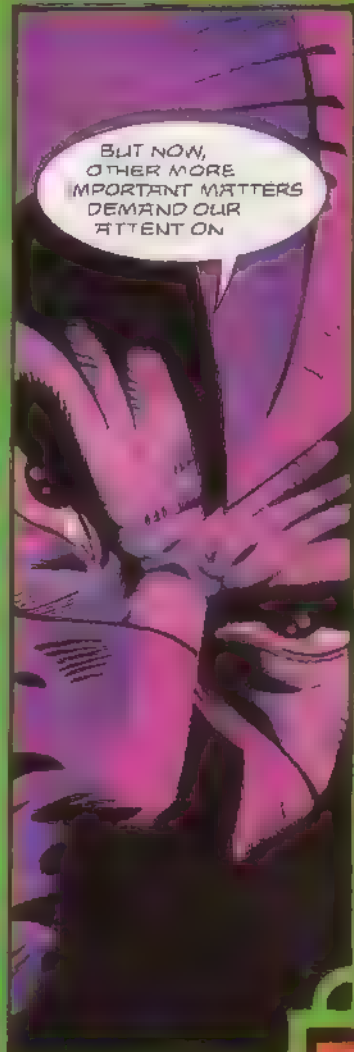
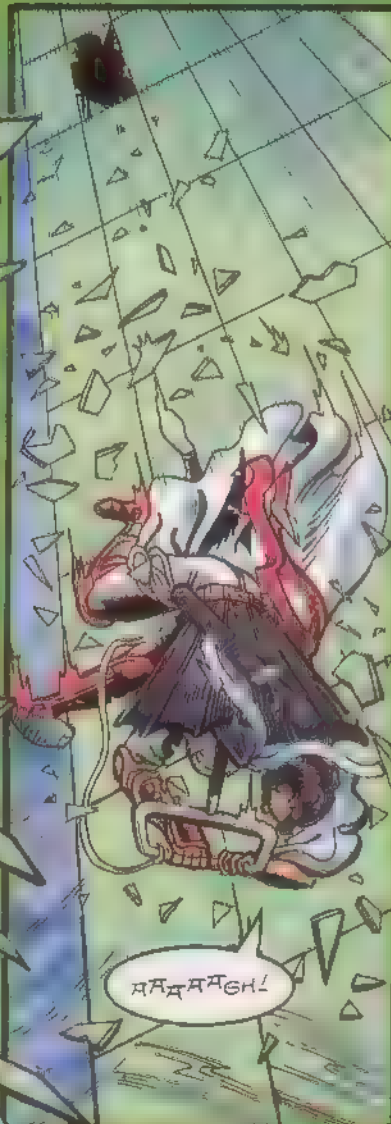
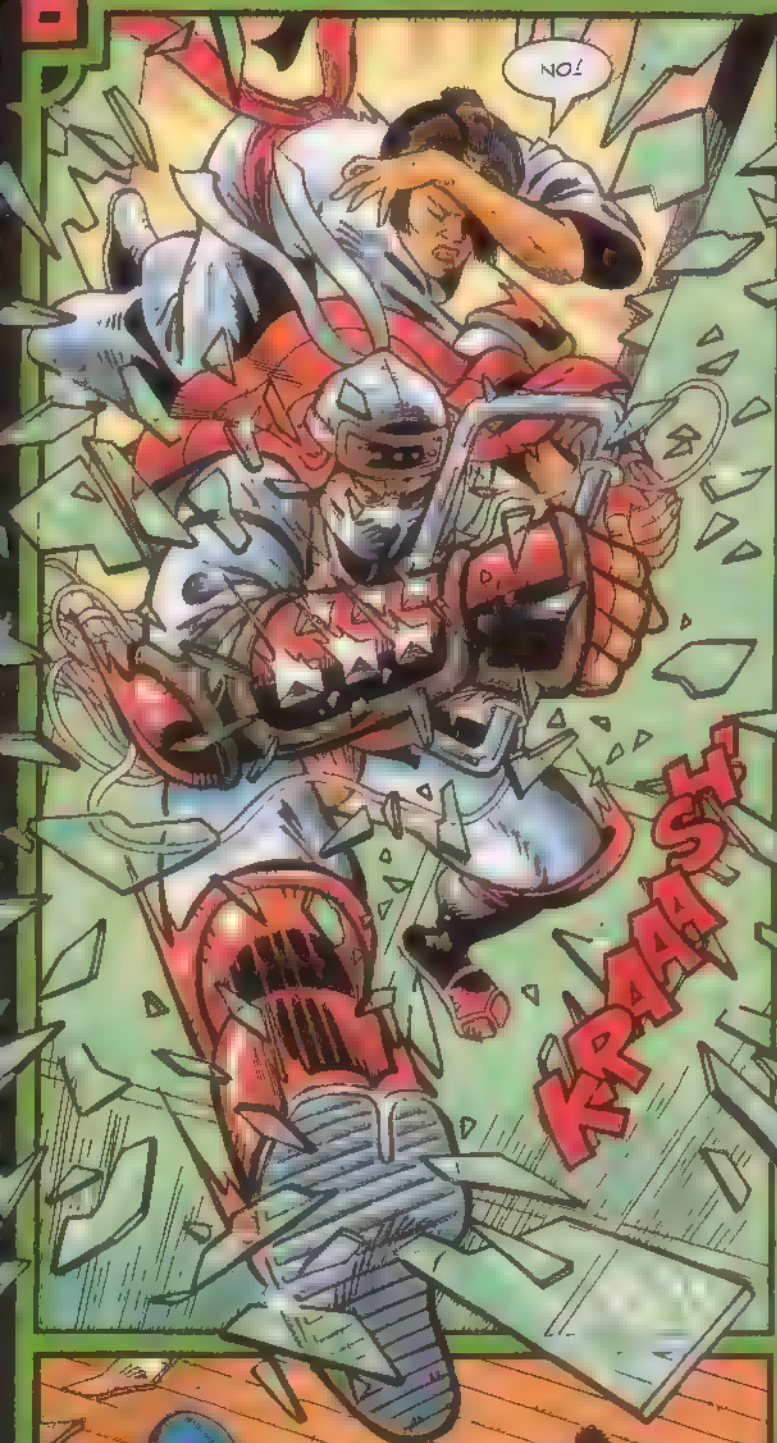
CORRECT.
AND NOW, WE'RE
LEAVING

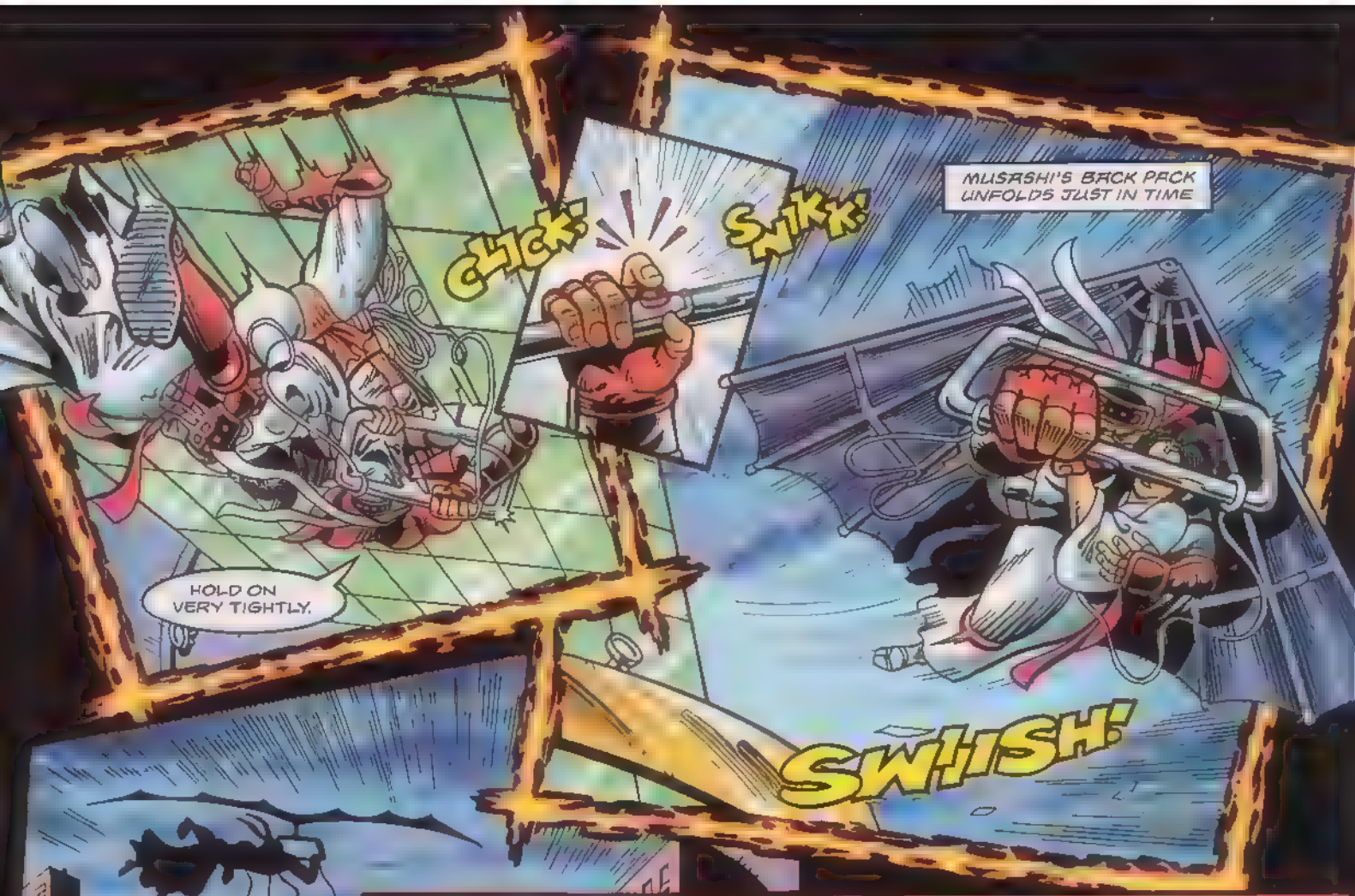
LOOK OUT!

RUN,
NAOKO!

* PRANA - A KIND OF TRANCE
IN WHICH A NINJA CAN SLOW
HIS HEARTBEAT AND BREATHE
SHALLOWLY TO APPEAR DEAD

BWASH!





MUSASHI'S BACK PACK UNFOLDS JUST IN TIME

HOLD ON VERY TIGHTLY.

SWISH!



YOUR FATHER, MY SENSEI, ALWAYS TAUGHT ME TO FIGHT ONLY WHEN I KNEW I COULD WIN

THERE'LL BE TIME ENOUGH FOR THE NEO ZEED, AFTER I'VE RETURNED YOU HOME

ARE YOU UNHURT?

UNHARMED, BUT YOU...?

WHY DIDN'T YOU FIGHT? YOU MIGHT HAVE BEATEN THEM. FATHER SAID...

THE END

NEXT ISSUE: RETURN TO THE STREETS OF RAGE

Q Zone

Q Zone's new service for those Boomers who requested help with the various Sonic The Hedgehog games continues (in fact it's been extended from the original three parter). Each Sonic game will continue to be placed under the microscope by Vincent, now with details on how to survive the various zones, special stages, bosses, etc.

Prepare to make your Sonic problems history!

SONIC Solved

AQUA PLANET ZONE

1:07
003
1-05



This zone may look simple but watch out! The controls start to feel a little slack, which means you have to jump earlier to clear spikes and avoiding collapsing ledges becomes much harder!

Things to look out for:-

- Rings
- Speed up shoes
- Invincibility
- Rocket Shoes (well hidden)

There are some cleverly hidden job lots of TVs containing masses of rings.

Sonic Chaos Part 2



THE ZONES CONTINUED

MECHA GREEN HILL ZONE

ACT 1

This stage flows really well but there are some deadly new dangers to be aware of.

Things to look out for:-

- TV good as to collect includes: Extra rings, an Extra Life and an invincibility.

Things to watch out for:

- Bombs dropping off trees.
- Slippery walkways
- Beetle bumpers
- Nasty drops with springs that help you lose a life.

Bound across a slimy sea, leap over spikes and grab every ring in sight to get that magic 100 rings to warp you away

ACT 2

Things to look out for:-

- TV with invincibility and one with the Extra Life on the top third of the screen
- Hidden TVs with rings, Rocket Shoes.

Things to watch out for:-

- More tree bombs (do not hang around under them)
- Bumper beetles (run them)
- Nasty collapsing platforms that can lose you a life.

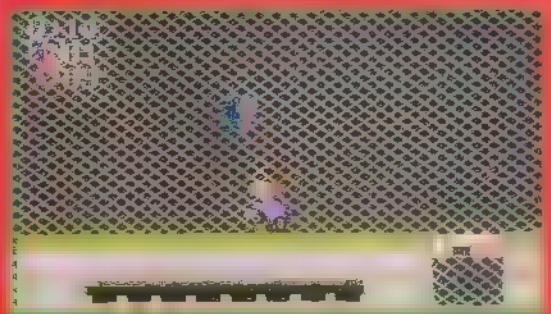
A great touch is the vertical Mobius Strip-like drop, approximately half way through the stage, where you can roll down from one ledge to another.

There're plenty of rings to collect and a Pogo Pad for Sonic to ride.

ACT 3

Act 3 is a walk in the park with plenty of rings to collect so long as you don't fall off the long walkways or try to see what's under the collapsing platforms!

Take a deep breath and prepare for a super easy boss to beat!



1:07
003
1-05



ELECTRIC EGG ZONE

ACT 1

To get through the Electric Egg Zone go with the flow and keep a keen eye on the overhead lasers; they will follow you and fire lasers down just when you don't need them.

Another skill to learn is watching AHEAD of you for turn offs from the pipes you travel in. As well as backtracking to avoid the aliens dropping in front of you and exploding and

releasing traps!

Still it is not all bad news. You get to jump off rows of springs with the area above littered with rings, ride a mine cart and leap off, pick up invincibility TVs and, if you are really hot, find a mega board of around 200 rings!

ACT 2

You really get to play this stage. There are tubes galore, bumpers, overhead lasers, exploding aliens, TVs with Rocket Shoes, Invincibility, Extra Life, and a hidden room full of flying robots.

Remember to keep an eye on the clock and try not to get too caught up with the overhead lasers. You can easily get 100 rings on this stage so get them quickly and try to watch out for what is coming up ahead of you!

ACT 3

This is it! Your big chance to face off against Robotnik and do your best to blow him away.

En route you get a little help if you can find the special exit that leads to the secret hoard of ring-packed TVs.

Keep calm and ride the mine cart. Remember to

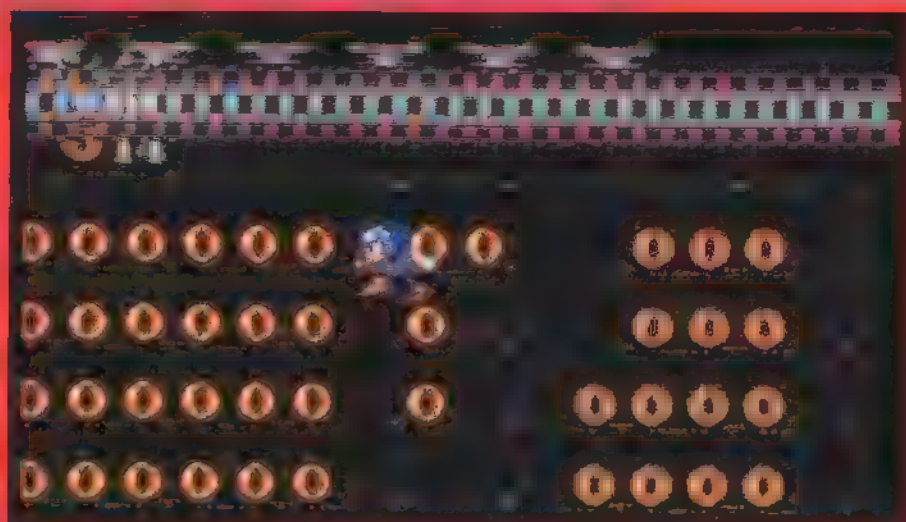
jump off, land on the platform and leap up into the tube to get to the above-mentioned goodies.

The final encounter with Robotnik is a real toughie guaranteed to give you sweaty palms.



Don't forget to keep an eye on the clock and try not to get too caught up with the overhead lasers. You can easily get 100 rings on this stage so get them quickly and try to watch out for what is coming up ahead of you!

The final encounter with Robotnik is a real toughie guaranteed to give you sweaty palms.



ACT 2

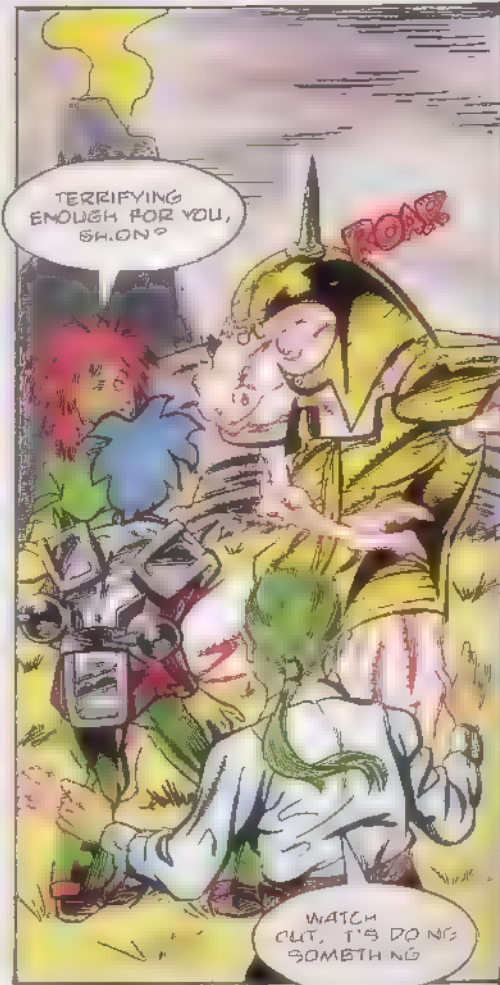
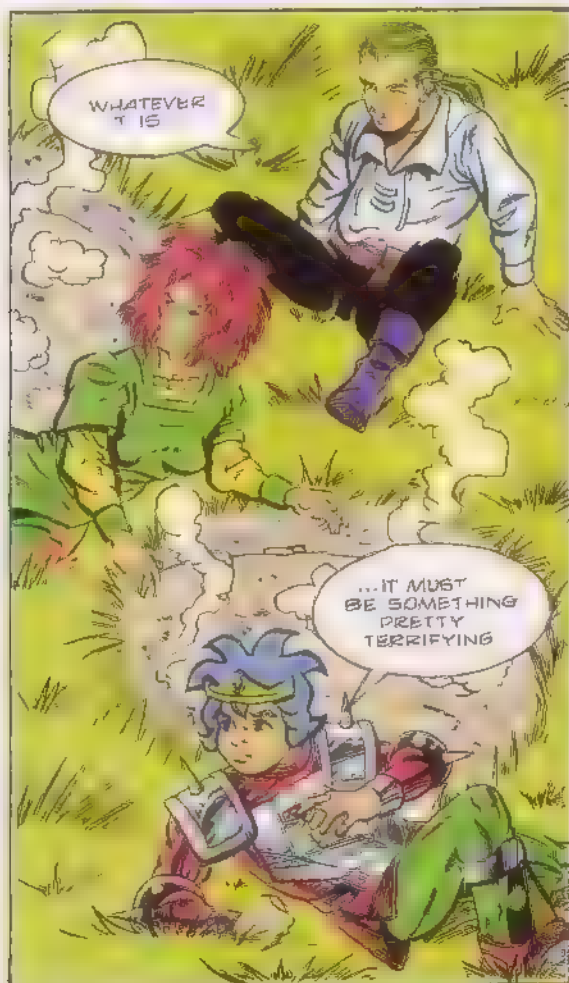
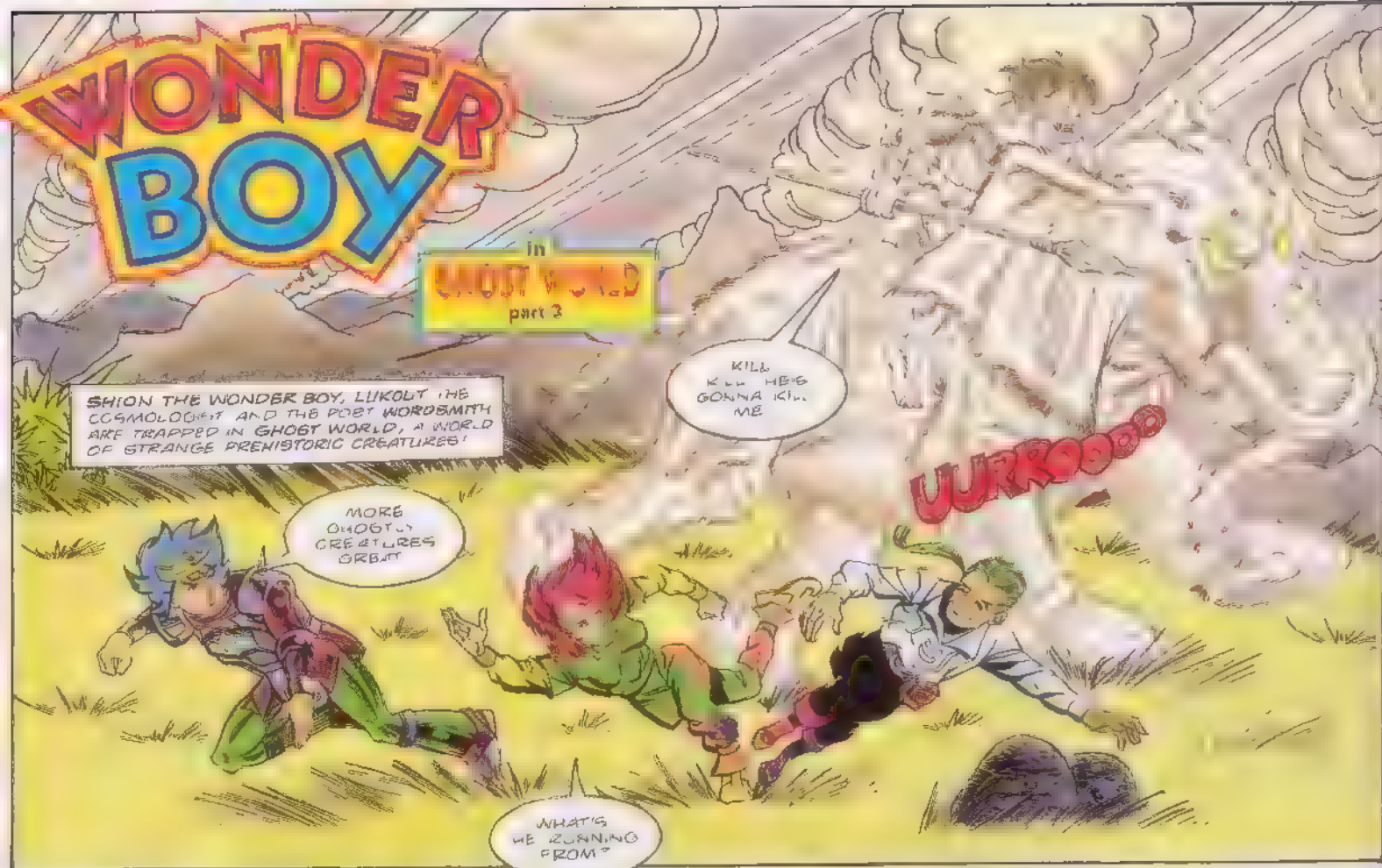
Things to look out for:

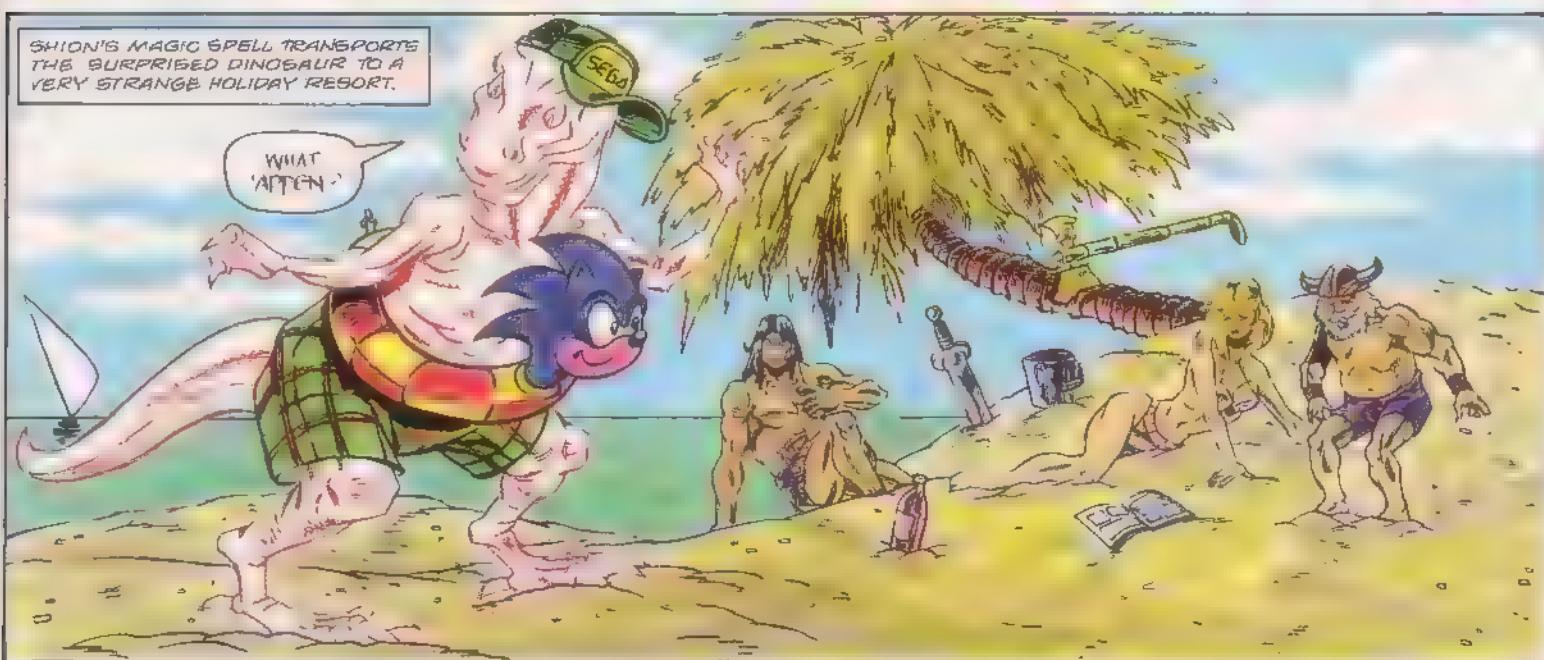
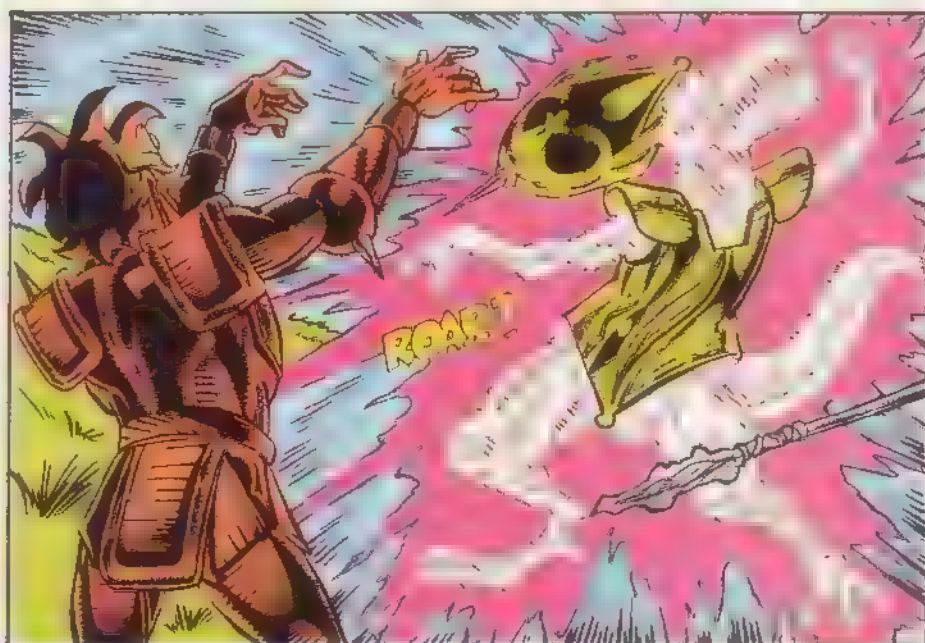
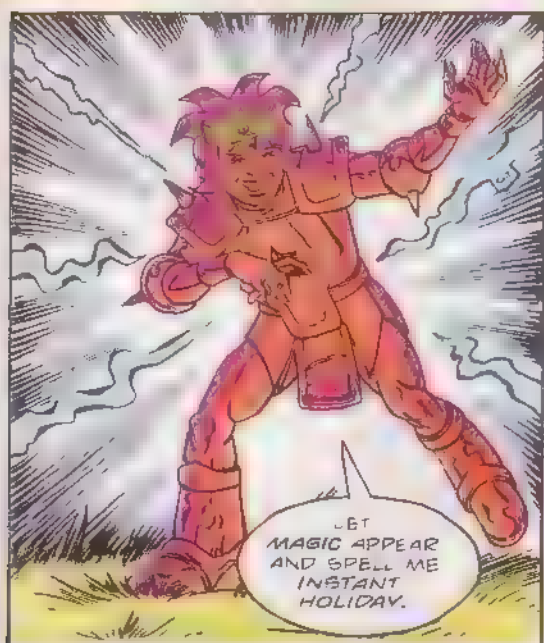
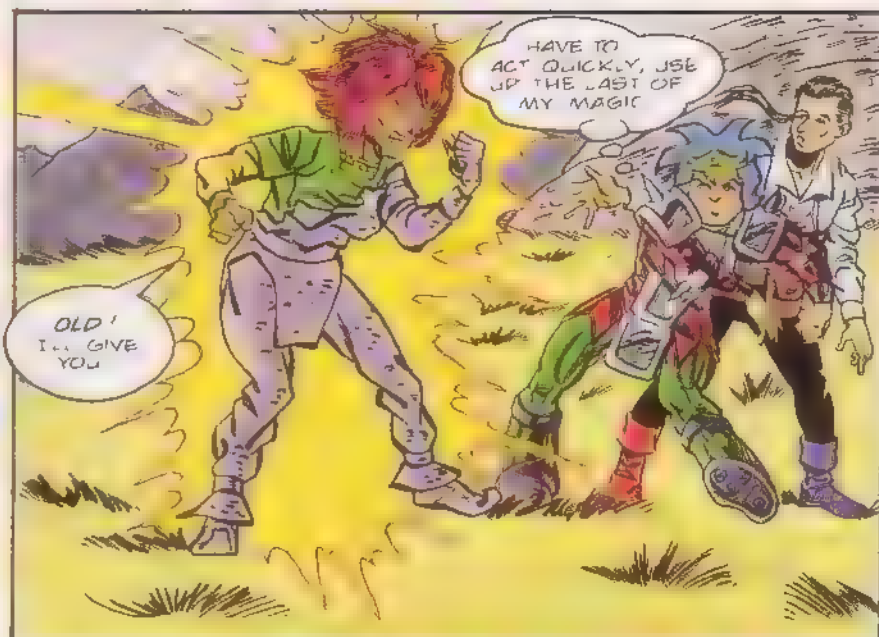
- TVs with rings are hidden away on the top third of the screen.
- The bottom half of the play area has many springs to kick you around.
- A moving platform section over spikes leads to an Extra Life in the lower half as well as a Hammer Robot that kicks you around leaps with rings.
- If possible, work your way to the top of the stage for lashings of ring-laden TVs.

ACT 3

Time to get it on with the boss man! On the way you can get help by collecting an invincibility from a TV hidden above you. You can get through to it by leaping through a solid brick in the middle of a Red Spring combo. Don't ignore the TVs with rings along the way if you want to have a healthy collection of rings.

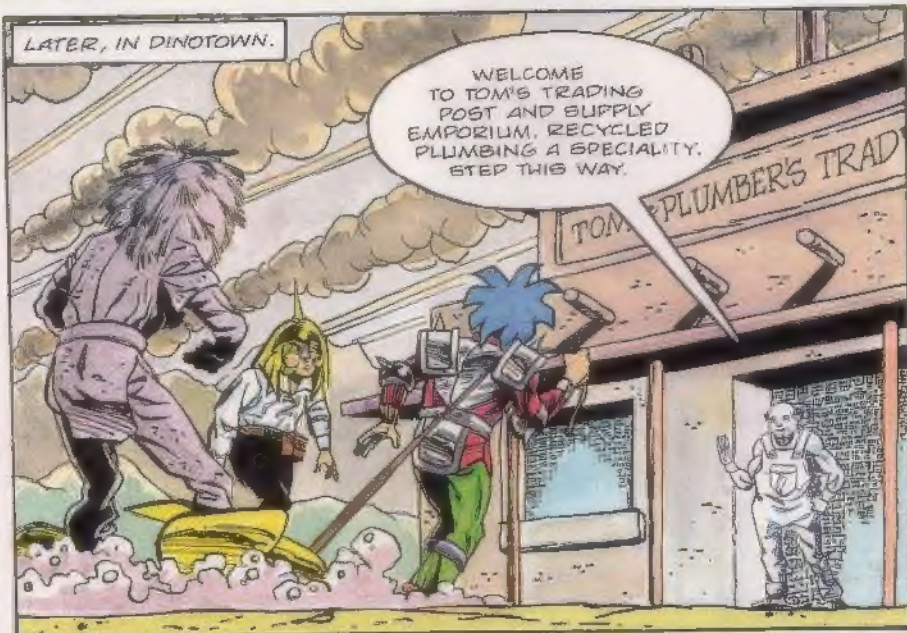


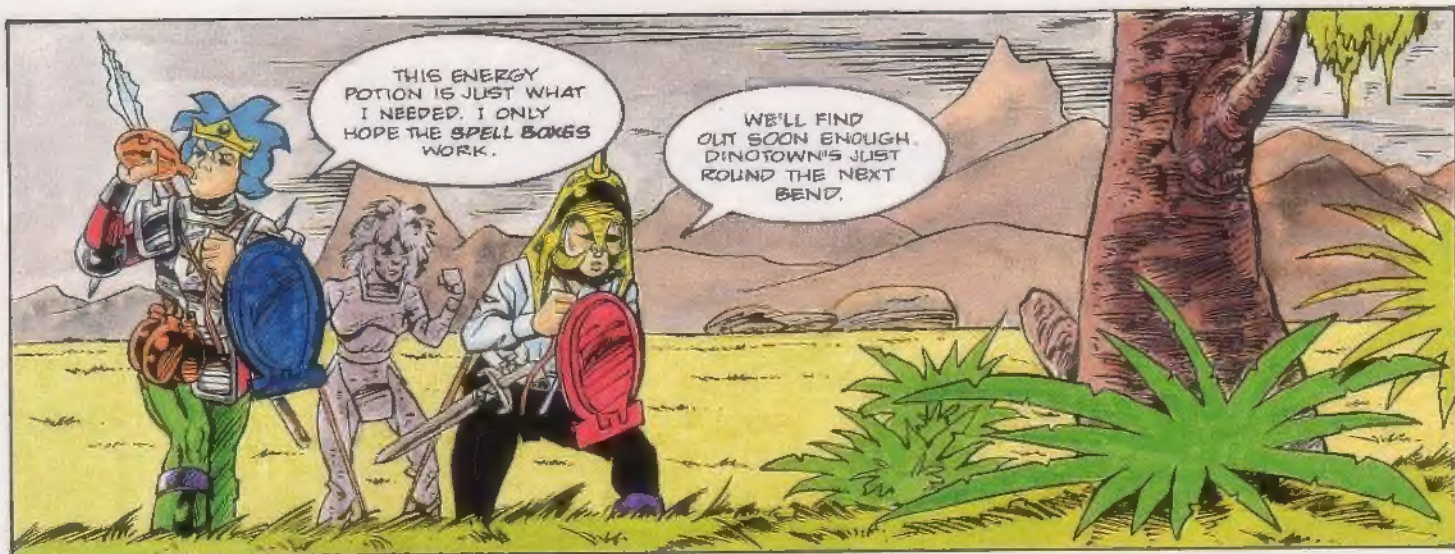






LIKOUT'S
BEEN TURNED
TO STONE.





SPEEDLINES

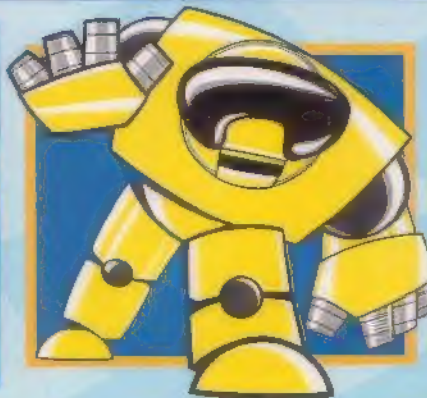


Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Mum in a Million

Dear STC,

As a mum of two STC fans, I thought I would tell you of my efforts, ie, I transformed a dreaded Turtles clock into a Sonic clock with the aid of your free stickers. I also made my son Carl a birthday cake complete with gold coloured rings, which took me quite a long time. As I've done all this hard work, I would love a Sonic Water Fun Game to unwind with. I might even let the children have a go, providing they do the washing up, tidy their rooms etc.
Mrs C Dacombe, Moordown, Bournemouth.
Sonic Water Fun Game Winner.



We don't usually send out valuable prizes to older humes Mrs D, but it sounds like you've earned it.

← Daniel's pet cat Tigger explores the Green Hill Zone in search of Sonic (or so he says).
Daniel Peacock, Altrincham, Cheshire.
MS owner.
Sonic Water Fun Game Winner.

The Magic Words

Dear STC,

Can you please help me? Every time I mention Sonic the Hedgehog to my mum, she lets out a loud scream. She now does this up to 30 times per day. Can you suggest a cure? Yours hopefully...
Ashley Belshaw, Hucknall, Notts. MD owner.
Sonic Water Fun Game Winner.



I hate to be the one to break the news to you Ashley, but it sounds like your mother could be Doctor Robotnik in disguise. This would explain why she gets so irate at the mere mention of Sonic the (saagggghh!).



Spur-red On

Dear STC,

In issue 15 someone drew a brilliant picture of Sonic in a Manchester United football kit. As I don't think I'm very good at drawing, could anyone out there draw a picture of Sonic wearing a Tottenham strip? Thanks.
Tom Pizzey, Parliament Hill, London.
MD owner.
Sonic Water Fun Game Winner.



Gah-mon on you Boomers, or Tom will be as sick as a cat (Isn't that what you footballing humes say?).



Mmm, Michael, sounds like an interesting combination - did it taste good?

Half Baked

Dear STC,

My dad got so sick of seeing STC that he gave me a wallop and chucked it in the bin. When I went to dig it out, it was covered in baked beans! (Michael Booth, Lytham St Annes, Lancs.)
MD owner.
Sonic Water Fun Game Winner.

Curry Favour

Dear STC,

I think your magazine is really wonderful. I loved the story 'Day of the Badniks' and the pictures were really cool. The problem is that because I live in Pakistan I'm unable to get STC direct and have to wait.

Anila Durrani, Lahore, Pakistan.

Sonic Water Fun Game Winner.



Glad to know Anila, that STC reaches parts of the world other magazines can't.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to use it you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Cars Line on 0700 872257.



NEXT ISSUE!

NEW! NEW! NEW!

AT LAST! THE QUESTIONS YOU DARED TO ASK -

ANSWERED!

Q: What is it?

Q: Where is it?

Q: Who lives there?

A:

SONIC'S WORLD!

THE
NEW MEGA-SERIES
THAT TAKES THE
LID OFF A WHOLE
PLANET!

PLUS!

RETURN TO THE

STREETS OF RAGE!

HE'S HELL ON WHEELS!

HE'S SKATES. THIS IS

HIS STORY!

PLUS!

NEWS, REVIEWS,
Q ZONE AND THE
RETURN OF THE
GRAPHIC ZONE

STC 25

SO HOT IT'S COOL!

ON SALE SATURDAY 30th APRIL, £1.10.

ONLY A MARIO WOULD MISS IT!

DATA STRIP

Fill in & send to:
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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see
as a STC strip in the future?

I THINK.....

.....
would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 24

OF **STC?**

%